

Robert Smith

iPhone Developer

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SUMMARY

iPhone Application Developer with around 5 years of total IT experience and 2 1/2 years of iPhone Application development experience. Expertise in Objective C, Cocoa Touch, UIKit, iOS SDK, C, Visual Basics, and Java programming language. Strong understanding of iOS provisioning portals (certificates, developer, and distribution profiles).

SKILLS

Objective C, Cocoa Touch, UIKit, iOS SDK, C, Visual Basics.

WORK EXPERIENCE

iPhone Developer

Manhattan - April 2011 - May 2021

- Serve is a new type of payment platform that isn't tied to a single card or mobile operating system.
- Flexible, easy-to-use platform, which from day one brings tremendous assets to the alternative payments space and gives consumers an option to shop online and off-line at millions of merchants.
- Redesigned and worked on fixing issues of the currently existing application in the App store.
- Worked and shared ideas with the project manager in gathering requirements regarding the redesign of the application.
- Worked completely on the Agile Scrum Methodology.
- Unit tested after fixing the bugs in the application.
- Worked on the creation and functionality of the subaccount from the master account.

iPhone Developer

Delta Corporation - 2006 - 2011

- Serve is a new type of payment platform that isn't tied to a single card or mobile operating system.
- Its a flexible, easy to use platform, which from day one brings tremendous assets to the alternative payments space and gives consumers an option to shop on-line and off-line at millions of merchants who accept American Express.
- Responsibilities Redesigned and worked on fixing issues of the currently existing application in the App store.
- Worked and shared ideas with the project manager in gathering requirements regarding the redesign of the application.
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EDUCATION

Bachelor of Science in Game Software Development - (Westwood College - Los Angeles, CA)